May Issue 8.

Spectrum Arcade Handbook.

EDITORIAL

Well we did it again did we not. What was the comment we made in last issues Editorial, 'We have purchased a far better Printer with far clearer results.....' As you have seen if you have issue 7 some of the printing was poor especially the white on black headings. From this issue we have changed the method of highlighting and fingers crossed it looks OK.

FRONT COVERS

Thanks this issue go to C Sanders of Rotherham and D Allen of Solihull for their front cover designs.

If you believe you can design anything as good or better do send in your designs and all entries we print receive a small token of thanks, so get those pencils sharpened.

ISSUE 7 SOFTWARE WINNERS

This issues Software winners are J North of Sutton who sent in a mass of Hints Pokes and comments and two adventurers win themself some software, J Barnsley of Stafford wins himself Valkyrie 17, and M Gregg of Warley wins himself £8 worth of software.

WANTED YOUR ORIGINAL HINTS/POKES/MAPS.

The success of a handbook like this relies in the main on a cross flow of information between its readers. The more contributions the better the handbook. Many contributors now find that even if they don't win the main £8 worth of prizes they may receive some small token of our thanks. We will always try to reward any contribution that has obviously taken time and effort to produce.

A new system we introduce this issue is to encourage our readers to try and put together information on specific games. We list against each game what we'd like to see whether it be hints, pokes or maps. This does'nt mean to say that if you have any tips for games we don't list that you can't send them in because if we have'nt published the tips previously we would still like to have them.

The following conditions still apply:

1. POKES Always include any associated information on how to enter the Poke.
2. HINTS Write as neatly as possible as our interpretation of hand writing may sometimes lead to mistakes.
3. MAPS Maps should be no bigger than A4 size, although you can have various parts of a map on seperate sheets as long as it still makes sence. if you wish your maps returned please enclose a stamp addressed envelope.

WE ARE ON THE LOOKOUT FOR: (H=Hints, P=Pokes, M=Maps)

THE COVENANT (M,P), GRUMPY GUMPHREY (M,P), IMPOSSIBLE MISSION (P), RASPUTIN (H,P,M), ROBOT MESSIAH (H,P,M), TRANSFORMERS (H,P,M), WILLIAM WOBBLER (H,P,M), ZOIDS (P), 2112 AD (H,P), SIR FRED (M), FORBEDDEN PLANET (H,P), ARC OF YESOD (H, M), VECTRON (H,P,M), SKYFOX (H,P), FLYER FOX (P), TURBO ESPRIT (H,P), BACK TO THE FUTURE (H,P,M), THE COMET GAME (H,P), GREEN BERET (H,P,M), LEGEND OF THE AMAZON WOMEN (H,P), SAM FOX STRIP POKER (H,P), SUPERBOWL (H), TWISTER (H,P), WAY OF THE TIGER (H,P), WHO DARES WINS II (H,P,M), BOMB JACK (H,P), MAX HEADROOM (H, P), BALLBLAZER (H), SAI COMBAT (H,P), V (H,P,M), STARSTRIKE II (H,P), CYBERUN (H, P,M), ALIEN HIGHWAY (H,P,M), PLUS ANYTHING ELSE YOU BELIEVE MAY BE OF INTEREST.

SIMPLE POKING INSTRUCTIONS

The old system of Merge"" and then of placing your poke into the header program is now seldom possible on the new games. They are still used on occasion and the fact that there may be pokes on older games still means we list the instructions for this method below.

More and more the system of poking now used maens that you have to actually create a new header to the program. this means that you ignore the original header in some instances and in others you load in your new header and then load the game as normal straight after.

With our contributors help where possible where a Poke does not use the Merge system we will print the relevant instrutions.

One thing that is useful is just like you have a library of games why should you not have a library of pokes. When you have typed in a poke or a short program save it to blank tape. This is done easily enough by ensuring you have a blank tape and that your cassette recorderis connected to your computer through the Mic sockets only, with the ear disconnected. Once you have typed in a program save it using the save key and the new programs name eg.

SAVE "SABOTEUR"

Then press your play and record tape recorder buttons and press :

ENTER

On the computer.

This new program can then be saved ready for re-use at any time. You can have a great many saved progs on just one C15 tape.

MERGE"" INSTRUCTIONS

1. Instead of Load "" type in Merge "" (Merge=T in extended mode)
2. Start your game tape.
3. Tape should start to load as normal.
4. When the O.K. message appears, immediately stop the tape.
5. Type LIST (LIST=K) then enter
6. The header should now appear on the screen. You can now either edit or re-type the line you wish to alter.
7. The poke must be inserted before the very last Print Usr or Randomize Usr statement eg.

If a line ends PAPER 0: CLS: PRINT USR 31000 and you have to enter Poke 35100,0 after editing or re-typing the end of the line should now read PAPER 0: CLS: POKE 35100,0: PRINT USR 31000

8. When happy enter the line.
9. This editted line should now be accepted into the header.
10. Type RUN (enter)
11. restart the game tape from where you stopped it.
12. The game should load with the desired effect.

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**********GENERAL NEWS AND GOSSIP**********

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SINCLAIR SWEETNER FROM SUGAR

So Sinclair is sold to the Amstrad king, Alan Sugar for £5 million. Before the take over Sinclair Research were set to launch a disc drive for the plus and 128. They apparently were thinking of a 3½ inch disc drive which coincidentally would line up with the current Amstrad specifications on their own machines. Sugar has already hinted at a 128 with tape deck, it is not such a giant leap to introduce a 128 with disc drive. One main software distributor which may not welcome the sugar take over are Terry Blood Distribution, who currently only deal in Sinclair machines, they could not agree distribution rights for the Amstrad machines and this move may cause them a little embarassment.

MACHINE SALES

Each issue we will be printing the current % of machine sales for the month.

MACHINE SALES FOR APRIL 86	
SPECTRUM	32%
C64	28%
AMSTRAD	10%
C16/PLUS 4	14%
BBC/ELCTRON	7%
OTHERS	9%

NEWSFIELD IN BAD TASTE

Newsfield are still busy celebrating the latest ABC circulation figures which show both Crash and ZZap as the best selling mags for their respective computers. This probably means that the mags are left lying about many homes. I myself have two and four year old children and what they don't like to see on the front of mags is grotesque artwork. In particular the May edition of Zzap has some blood dripping zombies which is in terrible taste and would frighten small children and give them nightmares. This is not the first time Newsfield have used grotesque front cover designs on their mags and their artists must have warped minds. A look at the APril issue of Crash will show the sort of cover that should be used, good artwork and pleasing on the eye. Come on Newsfield, no more of this trash, please!

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**********SOFTWARE NEWS AND GOSSIP**********
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ALLIGATA BITE BACK

Alligata who must still be smarting from their recent run in with Elite on the rights to their Who Dares Wins game title have hit back against their competition with a vengence. The recent Spectrum release of their Who Dares Wins II tape has been accompanied by very hard hitting advertisements in the computer press. Their colour page Ad for the game has 2 Tattered white flags with the names of both Rambo, and Commando splattered in red upon them, in direct reference to the Elite and Ocean releases. Above the comment goes "WHO DARES WINS II, THE OTHERS DON'T EVEN GET A FIGHTING CHANCE" We are unsure whether a direct comparison with another product is allowed under the advertising trading standards, but Alligata are certainly setting perhaps a tone for future game advertising in a very competitive market. Unfortunately despite the claims of Alligata the Spectrum version anyway is definately a poor relation to its 2 competitors. We wait to see what the next step in the Ad war will be.

TWISTER, TWIST

It is common for Software Houses to ask buyers to return any faulty tapes direct to them for them to be replaced with a working copy free of charge. System 3 the makers of Twister also ask people to do this. There is one small hitch in their conditions and that is that you have to also enclose £3 to cover their expenses. If they produce good quality tapes in the first place they would not need to be replaced. After all System 3's Motto is 'Perfection is the only accepted standard !.

SPECTRUM128K INFO

J North has sent in some news on forthcoming 128 releases:

Not only are CRL doing Rocky Horror Show, but all these new games are coming out only on the 128!
UPGRADES A new Three weeks in Paradise, Now available 250 screen Sweevos Whurled, Now available Technician Ted, Desert Rats, Confrontation, I Of the Mask, Return to Eden,Wham the Music Box, Lord of the Rings, Bored of the Rings, Spitfire 40, Barry Mcguigan Boxing, Winter Games, Gladiator, Rasputin, Lode runner, Robin o' the Wood, Yie Ar Kung Fu, Ballblazer, Spec Drum.
NEW Now available Knight Tyme, Fairlight 2, Internatinal Match Day, ICUPS, Dr Blitzen and the Islands of Arcanun, The Writer, Tasword 128, I con Graphix, Art Studio 2, Magus Assembler/Monitor/Analyser.

Certainly some titles to make 48K owners green with envy.

OCEAN, THE NEVER ENDING STORY !!

Last issue we were commenting on Oceans release date problems specifically on Superbowl. Well out came the C64 version and it was well worth the wait. Then unfortunately there was a late bug discovered in the Spectrum version and apparently a FEW copies had sneaked out with the bug. We ourselves received 10 copies of the game which all had the bug that was only in evidence after a few minutes play. We' d love to know just how many a few was a few thousand perhaps?

Ocean are finally trying to get their act together but people are losing faith. Even poor Crash magazine is having to admit defeat. Approximately 12 months back they struck a deal with Ocean which entitled subscribers to Crash to a free Ocean/Imagine game. Included on the list were Street Hawk and Knight Rider. Now letters from Crash have been arriving through letter boxes up and down Britain saying enough is enough and giving these long suffering readers an option of one of four other currently available Ocean/Imagine titles.

Before we leave Ocean at least for this issue, they have now apparently taken on a new Software Manager who's first priority is to get Oceans act together on release dates. He apparently is familiar with Oceans past release date problems as he used to be in the Retail trade!

ocean

OCEAN SOFTWARE LIMITED
Ocean House 6 Central Street Manchester M2 5NS
Telephone 061 832 6633 (10 Lines)
Telex 669977 OCEANS G
FAX No 061-834 0650

Date as Postmark

Dear Customer,

Thank you for returning your faulty copy of Super Bowl for the Spectrum 48K.

We are in the process of rectifying the bug and expect the corrected version to be ready for despatch to you within fourteen days.

Kind regards,

P.P. Clive Bunnell.

P.J. Finnegan
Sales Director
Ocean Software Limited.

SAMMY FOX CAUSES CONCERN

Apparently some M.Ps have been calling for the Samantha Fox strip poker game to be banned. It is doubtful whether they have ever played the game. The video digitilised pictures do not do Sam any favours and to actually be able to strip Sam needs patience beyond belief. The best you can do is get Sam topless, and lets face it if you turn to page three or 5 of some of the daily papers you can bet on seeing topless girls in colour even from time to time Sam herself. Perhaps Martech will not be too worried about the outcry just look what being banned did for Frankie GOes to Hollywoods 'Relax' a million selelr. It is rumoured that one of the earlier strip poker simulations had a copy delibrately sent to Mary White house by its own publisher in the hope that any bad publicity would help along sales. Apparently Mrs. WHitehouse though it was fun program and stated as much. Oh well 10 out of 10 for effort.

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**********READERS SECTION**********
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SOFTWARE SWOPS AND SALES

J North of 2 Hazelwood House, 4 Brunswick Rd, Sutton, Surrey, Sm1 4DQ. Will sell or swap the following originals :

BOILERHOUSE, THATS THE SPIRIT, BABA LIBA, SAIMAZOOM, TALES, SIR FRED, CHIMERA, TWIN KINGDOM VALLEY, FALL GUY, DALEY THOMPSONS DECATHLON, WEST BANK, CRASH REVIEW GUIDE 1984, LODE RUNNER, TEN PACK VOL II, TEN PACK VOL III, NONTERRAQUEOUS, ZOOT, POPEYE, COVENANT, JIGSAW, CARPET CAPERS, SPACE WRECK, PSI-GAMES, 5 DICE, JUMP, SUPER MUTT, ARCADE SAMPLER, BONKERS, REFLECTIONS, 16-48 ISSUES 1,2,3,4,5,16, PCG XMAS GIFT, EMPIRE FIGHTS BACK, ACTION BIKER, HUNGRY HORACE, HORACE GOES SKIING, HORACE AND THE SPIDERS, BIORYTHMS, DISCO DAN, ROBON, THERBO, TROUBLE BREWIN, BRAXX BLUFF, TIME TRAVELLER, ALIEN. (all spectrum)

J Davey of 5 Exbury House, Brent House Rd, Hackney, London, E9 6pz has many games to swop and sell:

Sir Fred £5, Sabre Wulf £4, Astro Clone £3, plus lots more.

J Davey desperately wants Heroes of Karn or Kentilla, and will swap either Sherlock or Lord of the Rings.

POKES TAPE

Jon North one of our regular contributors offers for sale a tape which contains all the following pokes:

Trashman, Deathstar Interceptor, Factory Breakout, Lords of Midnight, Sir Lancelot, Fairlight, Hall of the Things, Tapper, Fighting Warrior, Spy Hunter, Cylu, Cavern Fighter, Monty Mole, Starion, Alien 8, Brian Bloodaxe, TLL, Wizards Lair, Technician Ted, Nodes of Yesod, Dragontorc, Knightlore, Underwurlde, Shadowfire, JSW II, Airwolf, Tank Duel, Raid Over Moscow, Commando, Monty on the Run, Cyclone, Everyones a Wally, Bruce Lee, Boulder Dash, Pheenix, Strangeloop, Codename Mat.

The tape is tremendous value and costs only £1. Tapes are available from J North, 2 Hazelwood House, 4 Brunswick Rd, Sutton, Surrey, SM1 4DQ.

ART STUDIO

J North sent in the following example of what can be done with Art Studio:

READER FEEDBACK

J Barnsley of Stafford had the following comments:
As you are about one year old do you not think that it would be a good idea to have a logo. I have designed a simple logo with suggested colours. Simple because it can simply be reproduced to make a badge and for a relatively low cost they could be offered for sale to members to recover production costs with profits perhaps used to expand the handbooks and so run more competitions, views of programmers, etc. What do other Readers think?

H&D COMMENT

Below is Mr Barnsleys design which has the letters H&D in yellow on a sky blue background. We certainly welcome the logo idea and one or two other people have also sent in logo's recently. One current problem we do have is that there is a limit to the amount of artwork we can go for within the scope of a black and white printed handbook. We like the badge idea but at the moment most of our time here is taken in trying to improve the Handbooks and so leaves little time to explore such ideas. We always plan to improve the handbook whether it be more competitions or new articles, so badge or not we will always with your support aim to give you value for money.

J North of Sutton had the following comments on the subject of Piracy:

On avarage a schoolboy would probably get about £2-£3 pocket money per week. Most games these days cost on average £8 each. On this basis it would take about a month to save up for a game. Even then it might not be a brilliant game.This boy may know someone a little better off who can afford more games and as a result get himself some copies. Software houses try to stop this what they call ' Playground swapping' with Hyperloads, colour coded charts & now Lenslok, whatever next? What I want to ask is this , What is the point in David Jones writing "Speedlock". A keen Hacker would get round such a system in a couple of hours. Anyway with the Interface 3, Specmates, Mirage Microdrives etc all there is to do is (try toO load the game, pass any further protection, & Hit the button Next minute you have an unprotected version of Art Studio or whatever. Jet Set Willy II could have had a further 20 rooms as indeed could the original. If you did'nt have to load the data for all the colour codes. A good Hacker would have within 2 or 3 hours found an any colour to start poke. My friend has a customised version of Rocky Horror Show where if you press S,A,V, and E simutaneously the game copies itself.

H&D COMMENT

Given the fact that the majority of computer game players are still at school it must be difficult to buy a great deal of software and so this does make copying the ideal solution. Fortunately some of the cheaper games eg those produced by Mastertronic are now of very good quality, but for say the quality of a Bomb Jack you still have to pay around the £8 mark if not more. Lets be honest the Software Houses that make good quality programs will make money on sales, perhaps not as much as they could if copying did not exist, but this is a far from perfect world. It is common for a Software Publisher to blame poor sales on copying when in reality the reason may just be that they have produced an inferior game, but any excuse is better than admitting to a poor game. The copying of records and tapes has long existed and this has brought about the recent levy of 15% on blank tapes to help compensate the music industry. Whatever the means of protecting a game whether turbo load or lenslok thre are always ways of getting past it and it will continue as long as tapes or discs remain the main use of recording.

H Vayrynen of Finland raised the following points:
I would like to have a Hi Score table in the Handbook. You can choose about 10 good games to which people send in their Hi scores.
I would like to have the Game Index in every issue and one big index say twice a year.
More Quiz's eg. Wordsearch and more pages.

H&D COMMENT

In the early days we introduced a Hi Score chart and many people did say that they thought it was a waste of time. We bowed to popular opinion and believe that opinion remains the same. Our plan is to do a large index every 12 issues and as you may have seen from issue 7 we have incorporated an index into the beginning of the Game Playing Hints section. The Quiz spots have proved very popular and are now a regular feature. More pages is always are aim.

A. Nilsen had the following to say on the subject of copying hints from other mags.

I agree with Mr. Costello, although as you stated it is illegal, but I don't think that it is terrible. I think that readers should say so whenever they send in a hint/poke which is not their own.

Where I live it is impossible to get Crash! for example. The only Spectrum magazine I can get hold of is Sinclair User.

CONCLUSION I think that you should print hints/pokes copied from other mags, but readers should state which mag they have copied it from. (well at least this is my opinion).

Your mag/brochure is getting better and better, but the text was difficult to read in issue 7, especially the inverse text.

H&D COMMENT

This is just one of many letters we have received on the subject of taking hints from other publications, and as yet we have not had one person stating that it is a bad thing. We do need more peoples views on the subject but the early response has certainly suprised us a little and we may have to look carefully at our stand on the matter. Our own Pokes are not safe from other publications printing them for an excellent example look at Popular Computing Weekly for 10-16th April Arcade corner, the routines were taken direct from one of our Handbooks. As far as the inverse text see our Editorial.

READERS RECOMMENDATIONS

J. Costello, of Ipswich recommend the following:-

For anyone who wants to get just that bit more from their computer, I would suggest they get Kwikload and Variloadwhich allows you to speed up the loading time of most software and even the commercial stuff. And it only costs £7.50 for them both, when bought together. Its great fun and well worth the money.

HELP

P. Gilles of 1a Inglethorpe St, London, SW6 6NS. is after a good software tape that allows you to make graphs. Has any of our readers any ideas on what he may be after. Please let us know or write direct.

J. North, of 2 Hazelwood House, 4, Brunswick Rd, Sutton, Surrey. SM1 4DQ. Has lost his DLAN Manual can anyone lend, hire one to photocopy or supply a copy

MESSAGES

'Hi Sarah and Lisa, I love you both but I don't s'pose you would both go out with me at the same time - Your Computer Freak !!!!!

We hope all 3 will be very happy!

MICRODRIVE CONVERSIONS

A correction to Mr Gledhills MD transfer for Arc of Yesod. We made 2 mistakes.

1. Line 35 should read:
   35 IF INKEY$ ="y" THEN POKE 52590,0
2. Line 51 should read:
   51 FOR n=65522 TO 65535: READ a: POKE n,a: NEXT n

MD TRANSFER FOR ABU SIMBEL (courtesy A.J. Gledhill)

1. Enter the loader:
   10 CLEAR 24500: LOAD"" CODE: POKE 65292,201: RANDOMIZE USR 65280: POKE 65332, 207: RANDOMIZE USR 65293

2. When the H STOP INPUT ERROR appears save by:
   CLEAR 25499: SAVE *"m";1;"ABUc" CODE 25500,39780

3. Then enter the following basic loader:

```
  5 CLEAR 25499
 10 LOAD *"m";1;"ABUc"CODE
 15 RESTORE : LET c=TAN PI
 20 CLS : READ a$: LET c=c+1: PRINT AT 18,2;a$;" Y/N ?"
 25 BEEP VAL ".1",0: PAUSE 0
 30 IF INKEY$="y" THEN GO TO c+100
 40 IF INKEY$="n" AND c<3 THEN GO TO 20
 45 IF INKEY$="n" AND c=3 THEN GO TO 80
 50 GO TO 30
 80 READ a$: PRINT AT 18,2a$: INPUT x: GO TO 104
 90 RUN USR 42000
 99 DATA "WALK THROUGH NASTIES", "no nasties"
100 DATA "INFINITE LIVES","NUMBER OF LIVES 1-255 (5) ?"
101 POKE 47656,0: LET C=2: RESTORE 100: GO TO 20
102 POKE 45877,201: GO TO 20
103 POKE 47684,0: GO TO 90
104 POKE 49290,x: GO TO 90
```

SAVE by:- SAVE *"m";1;"ABU" LINE 5

RESET

A routine to help get into ummergable & unbreakable headers or anything else for that matter that does not Disable Interrupts ie. basic programs. Instructions included in listing:

```
 1 REM RESET by J North 086
```

Copy: SAVE "RESET" CODE 32994,89 Initialize: RANDOMIZE USR 33001 then press ENTER and CAPS together to break out.

```
 3 LET po=32994
 6 GO SUB 9996
10 FOR f=2 TO LEN a$ STEP 2: LET b$=a$(f-1 TO f) LET c$=b$(2): LET b$=b$(1)
20 IF b$<"9" THEN LET q1=CODE b$-55: GO TO 40
30 LET q1=CODE b$-48
40 IF c$<"9"THEN LET q2=CODE c$-55: GO TO 60
50 LET q2=CODE c$-48
60 LET p=q2+16*q1: POKEpo,p: LETpo=po+1: NEXT f
70RANDOMIZE USR 33001: PRINT #0;"Reset installed. Bang a Button.": PAUSE 0
80 STOP
9997 REM
     Machine code is stored as hex in a$: Check line 9998 before you run the main
     program.
9998 LET a$="3E3FED47ED56C93E80ED47ED5EC97F204A6F6E204E6F727468203836A10181F53EFE
   , DBFE1F38073EBFDBFE1F3004F1FFED4D2AB25C2BF92B2B223D5CAF32715CCD0116CD6E0D213B
     5CCB9E23CBEEAF11EF80CD0A0CFBC3A912"
9999 RETURN
```

GAME PLAYING HINTS THIS ISSUE (H=Hints, P=Pokes, M=Maps)

ABU SIMBEL PROFANATION (P), ACTION BIKER (H), ART STUDIO (P), BEACH HEAD (H) BARRY MCGUIGAN WC BOXING (H), BALLBLAZER (H), CHUCKIE EGG II (P), COMMANDO (H,P) CRITICAL MASS (P), DRAGONTORC (P), DYNAMITE DAN (H), ELITE (H), FAHRENHEIT 3000 (H,M), FINDERS KEEPERS (H,P), FORBIDDEN PLANET (H,P), FRIDAY THE 13TH (M), GUNFRIGHT (P,M), GYROSCOPE (P,M), HARRIER ATTACK (H), JET SET WILLY (H), KOKOTONI WILF (P), KUNG FU (H), MONTY ON THE RUN (P), MOVIE (M), NODES OF YESOD (H), PINBALL WIZARD (P), PING PONG (H), POTTY PIGEON (P), RAMBO (H), ROBIN O' THE WOOD (H), ROCKY (H), SOUL OF A ROBOT (H), SIR FRED (H), SKYFOX (H), SPELL-BOUND (H,P), SPECVENTURE (H), STARQUAKE (P), SUPERBOWL (H), SWEEVOS WORLD (P) THATS THE SPIRIT (H), THUNDERBIRDS (H), TRANSFORMERS (H), WILLOW PATTERN (H), WIZARDS LAIR (H), YABBA DABBA DOO (H,M), YOUNG ONES (H), ZOIDS (H,M).

ABU SIMBEL PROFANATION

A correction to last issues Poke. Line 10 currently ends Randomize 65293 it should end Randomize Usr 65293

Also once the Pokes have been entered to start the game enter Randomize Usr 42000.

ACTION BIKER

There are 40 items, they are in order.

HELMET
RIDING LEATHERS
CODE BOOK
GEAR BOX
GLOVES
HEADLAMPS
PETROL GAUGE
FUEL TANK
TOOL BOX
MUDGUARDS
SUNGLASSES
FAIRING
CAN OF POP
VISOR
EXHAUST PIPE
POWER BRAKES
SPEEDOMETER
BRAKE LAMP
OIL CAN
TURBO CHARGER
COOLING FINS
INDICISORS
MIRROR
2 TONE HORN
REFLECTORS
ROAD MAP
ELECTRIC STARTER
LUNCH BOX
CB RADIO
GO FASTER STRIPES
WATER SKIS
FIRE EXTINGUISHER
FOG LAMPS
STOP WATCH
MOTO CROSS TYRES
PERSONAL HI - FI
ELECTRONIC IGNITION
REV COUNTER
WIND SHIELD
TICKET

Before you get the ticket get a full tank of petrol. You get around the hard corner in the building site by when you are half way around it change into HI - GEAR.

Reference our March issue Hints on this game, on the Commodore version there is no Snorkel, Penscope, friends matters house and no Spaceport, so there!!!

ART STUDIO

First save a configurate-ed copy then MERGE"" it and edit line 120 and then enter:-

POKE 26202,255 - which gives you 255 goes at the lenslok (note. Only usually 4).

BARRY MCGUIGAN W.C. BOXING

HOW TO HANDLE SOME OF THE BOXERS

CANNONBALL CORBY

Keep punching him in the face and the stomach. get him in his corner and you should be able to knock him out.

PEDRO RAMEIZ

He is very easy to beat just keep hitting him.

JOHN KID CUTTER

Have a couple of rough rounds with him and keep hitting him in the stomach. Then stop punching him but keep your guard up, and his endurance will go down as he tries to punch you.

BOOM BOOM BARNET

Knoch his endurance down to about half of what it was then press left and this should keep his guard down and then hit him.

FLASHY FENWICK

Just simply keep punching him.

BALLBLAZER

On attack from the start push forward immediately to capture the ball turn to face the goal, and blast. The best method of getting the full points is shoot when you can just see the top of the beams then blow the ball. If your opponent is on your tail and bumps you on impact immediately shoot the ball after you collide you will still be going forward to pick up the ball again. On defence for the same reason as just stated don't get stuck behind your opponent get him from the side and blast the ball to free it and make off after it. Remember the louder the buzz as you near the more power if you can blast the ball away.

BEACH HEAD

On the tank stage, when you've shot an enemy tank keep firing at the points displayed to gain extra points.

CHUCKIE EGG II

```
10 REM Chuckie II pokes from J North
20 INPUT "How many lives (1-255) ?" ; Liv
30 FOR f= 62e3 TO 62025: READ a: POKE f,a: NEXT f
40 DATA 33,57,242,34,12,91,195,0,91,62,Liv,50,150
50 DATA 159,62,24,50,246,170,175,50,242,170,195,0,158
60 POKE 61724,28: POKE 61725,242: RAND USR 61440
```

Wind past the loader and the header of the main block of machine code, then Run the above program.

COMMANDO

This is an improved version of issue 4's 254 lives - they give the extra facilities of... Well look for yourself.

```
5     REM
      Improved Commando pokes from Jon North
10    CLEAR 4e4
20    PRINT "Delete any of 1060 to 2500 if you don't want their options and also
            line 20, then run.": STOP
39    FOR f=4e4 TO 40027: READ a: POKE f,a: NEXT f
50    FOR f=65030 TO 65090
60    READ a: IF a=999 THEN RANDOMIZE USR 4e4
100   POKE f,a: NEXT f
1000 DATA 221,33,67,254,17,188,1,62,255,55,205,86,5,48,241,62,172,50,203,255,62
          84,50,204,255,195,205,255
1060 DATA 175,50,7,108,50,8,108,50,9,108,50,6,108,50,5,108,50,4,108
1070 REM 1060 - Infinite lives
1090 DATA 175,50,254,236
2000 REM 1090 - Infinite bombs
2100 DATA 62,bom,50,238,107
2200 REM Swop 1090 for 2100; bom = number of bombs upto 255
2300 DATA 62,liv,50,131,121
2400 REM Swop 1060 for 2300; liv = number of lives upto 255
4000 DATA 195,30,100,999: REM
4000 End marker; DON'T DELETE!
```

When coming up to the doors, stay on equal distance between the left and right side, go slowly up. When the doors begin to open stop and as the men begin to run out go left and right very slowly firing all the time. Also throw some grenades in, to kill them.

When you come to the doors that are guarded by two mortars kill the gunners first before opening the doors.

When you can see a truck, slow down because in the back are soldiers who kill you when you go by. If you have grenades use them to destroy the truck, but if you don't you'll have to risk running round

CRITICAL MASS

In reference to the issue 5 copier on this game you may find that instead of using Rand Usr 64049, use Rand Usr 64036 to stop it crashing. Line 40 of the normal speed loader should read 40 Rand Usr 48e3

For infinite energy play your tape from the start:

```
10 REM Critical Mass pokes J North
20 INPUT "Hyperload Copy? (Y/N)"; LINE a$
30 IF a$="Y" OR a$="Y" THEN LOAD "" CODE: RAND USR 64036: LOAD""SCREEN$: INK 6:
   PAPER 8: OVER 1: PRINT AT 0,0;: LOAD"" CODE: GO TO 60
40 IF a$="N" OR a$="N" THEN LOAD "" SCREEN$: INK 6: PAPER 8: OVER 1: PRINT AT 0,0
   ;:LOAD "" CODE: GO TO 60
50 GO TO 20
60 POKE 56879,52: RAND USR 48e3
```

DRAGONTORC OF AVALON

For Infinite lives load past the header and type in this program:

```
10 For F=23296 to 23337: Read A: Poke F,A: Next F: Randomize Usr 23296
20 DATA 49,122,96,221,33,16,189,17,73,0,62,255,55,205,86,5,33,25,91,34,62,189,195
,48,189,33,34,91,34,207,189,195,16,189,62,200,50,197,227,195,124,96
```

Run this and then load the rest of the tape.

The Bane spell is the best as it never runs out.

DYNAMITE DAN

When you have 8 sticks of the dynamite, walk up to the safe door and you will notice it starts to glow. Move back avoiding MR. Blitzen otherwise the door will explode. To get the plans bounce on the trampoline and jump on to the laser when laser shoots across, walk on it until you are just below the plans then jump up to get them.

To get out of the safe, walk to the far end of the trampoline so that you are balancing on one foot. Bounce four times avoiding the girl and towards the door, now walk back to your airship.

ELITE

Do not trade in contraband, only trade in furs, food and computers, to get rid of the trumbles fly near to the sun.

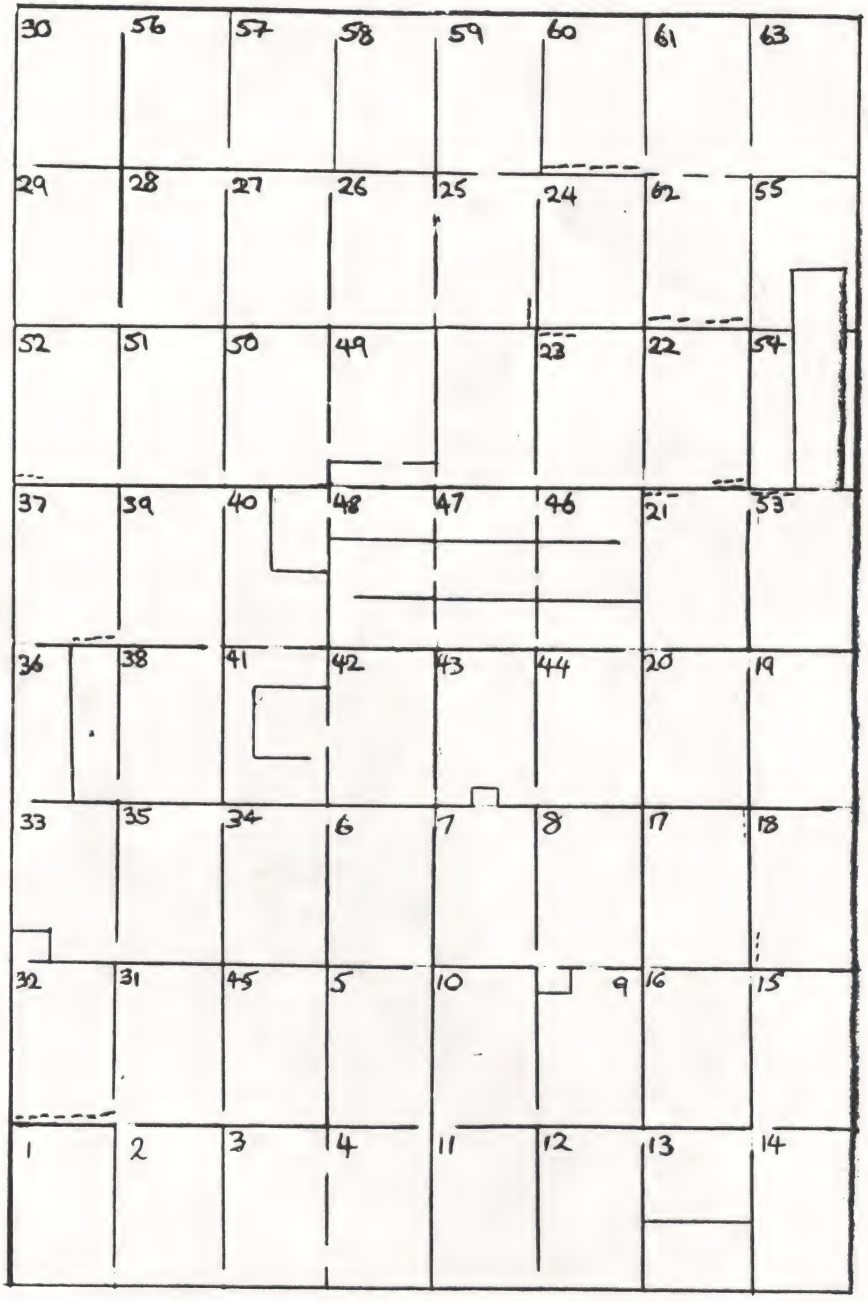
FORBIDDEN PLANET

Towards the end of loading the game, press 0(number) and keep it held down until the game has finished loading, you will find a space invaders game. There is no point in hacking into it as you have a bullet proof ship, unfortunately there is no way of getting into the main game. If you decide to play the main game, start playing and press 1 to get to the map screen, then press 1,2 and 3 simultaneously for a different game called Whino Hunt, you can get back into the main gaime by pressing 1,2 and 3 simultaneously again.

I phoned Design, Design, to find out the code for SPectacle II and they told me that, like Dark Star there are 4 hi-score sheets and that all the infomation you need for spec 2 is in one of them. In DS there was a compact disc no, for the catalogue, looking the no up revealed everyones a nervous wreck, the Spectacle password. May be its the same in F. Planet - Who Knows!

FAHRENHEIT 3000

ONE WAY ENTRANCE ONLY



FINDERS KEEPERS

Merge in the loader, and enter
POKE 34252,0 behind Rand Usr Statement.

This game has a built in teleport. To access it Merge the program and enter the following pokes into the header:

POKE 28802,194: POKE 28803,145: POKE 28804,113

To use it you must press down when it would not otherwise be used, ie in rooms where up maens jump. It will not work in the Mazes where down means down. Press down to hear a groan from your Spectrum and the game freezes. Press a letter from A-W to be teleported and the game will carry on.

Here is a list of the Teleport Codes:

NB. Like Jet Set Willy, when teleporting you end up in the same place, so don't get walled up.

A. KINGS PALACE
B. CASTLE TELEPORT ROOM
C. THE INNER CHAMBER
D. GORDON THE TRADERS ROOM
E. ROOM WITH A VIEW
F. THE ASTROLOGERS STUDY
G. THE NEEDLEWORK ROOM
H. THE BIG PUSS WITHOUT BOOTS
I. DR. WOMBATS ROOM
J. THE ICE-CREAM FACTORY
K. DR. WOMBATS LABORATORY
L. THE BLOODBATH ROOM
M. ANNA THE TRADERS ROOM
N. THE BEER CELLAR
O. THE TREASURY
P. GORT THE TRADERS ROOM
Q. THE COLDEST ROOM IN THE CASTLE
R. THE KINGS FUN ROOM
S. THE KINGS ART ROOM
T. CRAZY WIZARDS STORE ROOM
U. ANNA QUAYS BEDROOM
V. THE TRANS-MAT ROOM
W. FINAL SCREEN

FAHRENHEIT 3000

THE CODES

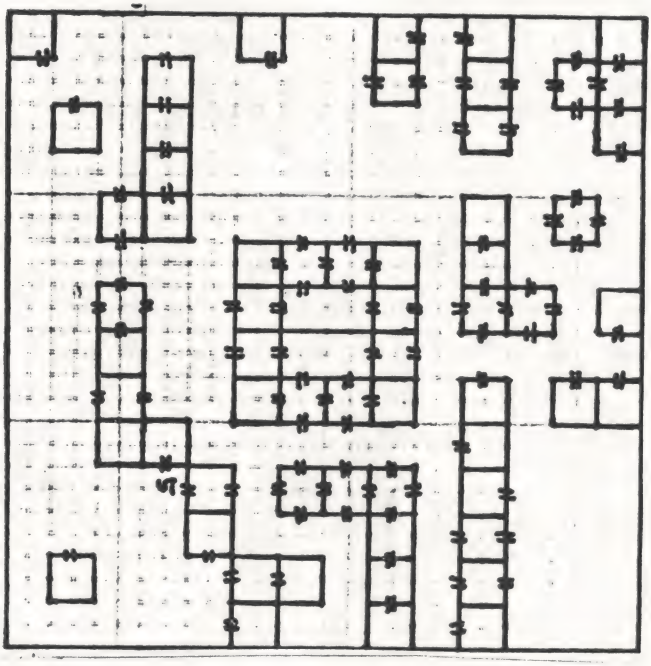
1. Entrance to the inner sanctum.
2. the pools of death.
3. Dead zone.
4. The acid bath.
5. The meandering corridors.
6. The pathway to hell.
7. the centre canyon.
8. To the lower levels.
9. The Baddies revenge.
10. To the bottom deck.
11. to the east route.
12. The watch tower.
13. death leap 2000.
14. The south east corner.
15. A shocking thought.
16. Mega jump.
17. Crossing to east section.
18. Entity beyond return.
19. the centre shaft.
20. Little canyon.
21. Wheres the way up.
22. Bottom of the east wall.
23. the way to the upper levels.
24. The centre Labyrynth.
25. Nelskin prud.

26. the power core.
27. the way to the upper limits.
28. Ask Mr Jones.
29. up the stairway.
30. The stairway to extreme peril.
31. Above the pools of death.
32. Below the stockade.
33. The stockade.
34. east end lake.
35. west end lake.
36. the way of the west wall.
37. The ancient pillars.
38. Entrance to the west wall.
39. bridge of certain destruction.
40. the reflex.
41. The anti-penetration brigade.
42. The great desert, a quick escape.
43. The great desert dunes.
44. the great desert, way out.
45. the hideout.
46. East end of the old mine.
47. Willies walk the old mine.
48. End of the old mine.
49. Cavern of hidden entrances.
50. the forgotten lands.
51. Chamber of execution.
52. the lost corner.
53. the outer limits.
54. Lower shaft.
55. Upper shaft.
56. The start of the final treck.
57. Mr Smith will never see this.
58. its too late to learn to fly.
59. The narrow passageways.
60. A jump too far.
61. The last Barrier.
62. Top of the east wall.
63. The nuclear reactor.

GUNFRIGHT

```
     POKES- play tape from the start.
10   REM Gunfright pokes prog from Jon North (c) 1986
20   Rem Hi Andy powell - thanks for helping with the maps
30   Clear
40   Load ""CODE:LOAD""CODE:LOAD""CODE: RAND USR 24064
50   For f=1 TO 4: PRINT AT
60   LOAD""CODE:NEXT f
70   REM delete any of the following lines except line 170 if you dont want them
80   POKE 46344,0: POKE 48464,0: POKE 48544,0: POKE 49745,0: REM infinite lives
90   POKE 43163,255: REM MAX amount of money
100  POKE 43154,0: POKE 42082,3: REM starting bandit
110  POKE 53912,201: POKE 42640,no of lives up to 255
120  REM use either 80,110 or neither, but not both
130  POKE 46022,0: REM no women
140  POKE 54134,0: REM no fines
150  POKE 48224,0: REM baddies dont fire in shoot out
160  POKE 51719,201: REM infinite bullets
170  PRINT USR 23424
```

GUNFRIGHT



COMPILED BY: A POWELL

GYRON

```
10 REM Gyron POKES Prog from J North
20 CLEAR 65535
30 LOAD"" CODE

     Play tape from the start and when loaded:
POKE 29952,201: POKE 29089,0
     For infinite energy.

10 REM This gives immortality against tower flak and sphere contact
20 REM Hi Jon North how do you feel today
30 FOR f= 24781 TO 24786: READ a: POKE f,a: NEXT f
40 DATA 49,255,255,195,176,96

POKE 61498,195  (lets you wander through walls
RAND USR 24580 starts the game.
```

GYROSCOPE

Enter any of the following pokes into the Header using the Merge "" routine:

POKE 53922,0 (Infinite lives)
POKE 54033,201 (You do not die when you fall of the edge of the track) *
POKE 54354,201 (Walk through nasties)
POKE 53887,201 (Immortality) *
POKE 54270,201 (Get rid of the Aliens)
POKE 52138,201 (Infinite time)

* On screen 20 you MUST hit the exit for a bonus to restart otherwise you end up spinning into the machine code and will have to abort the game.

HARRIER ATTACK

1) When an enemy missile is fired at you always blow it up when it gets quite close.
2) Always avoid the dots
3) Always go at a quite fast speed so you don't run out of fuel.
4) Avoid the clouds because an enemy aircraft might get you, be suprised.
5) When you get to the city go down to just above the building and keep pressing bomb to get a high score.
6) Always watch out for Aircraft when you get to the city.

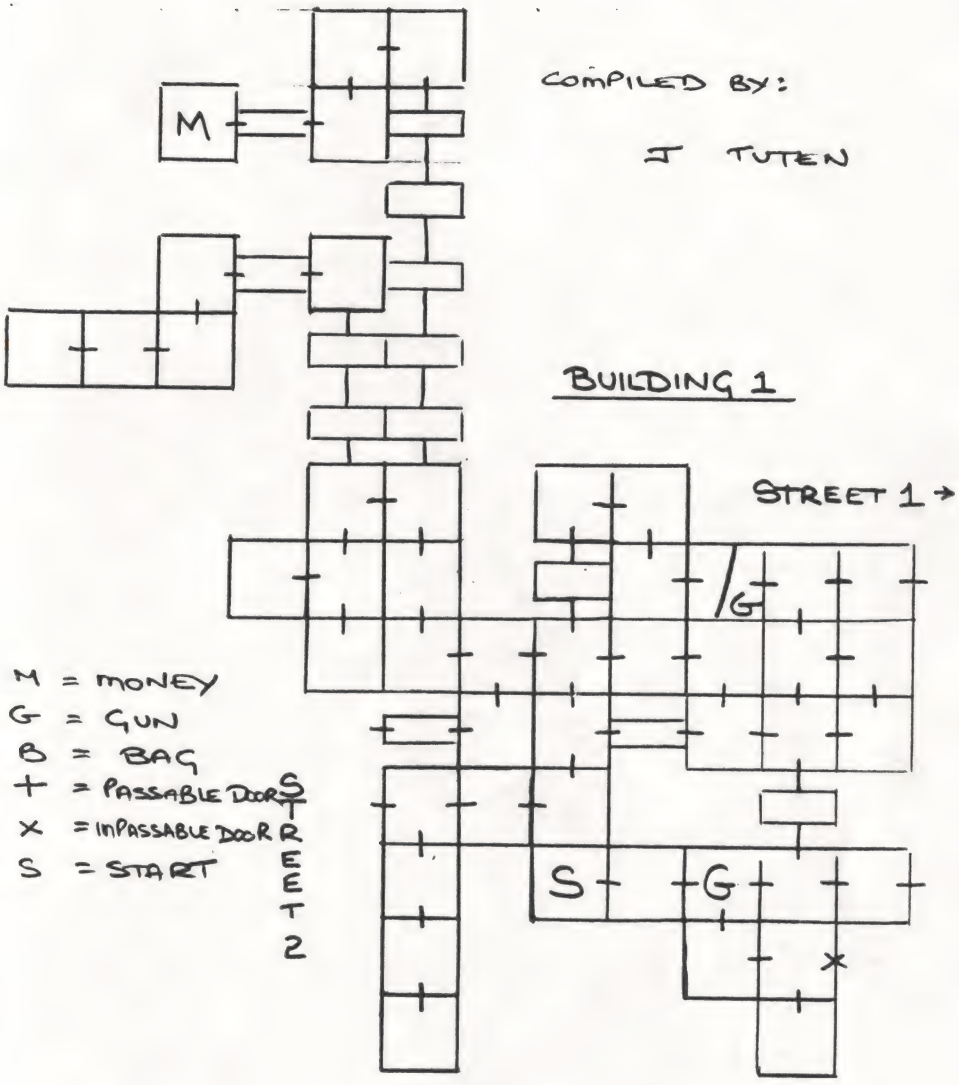
JET SET WILLY

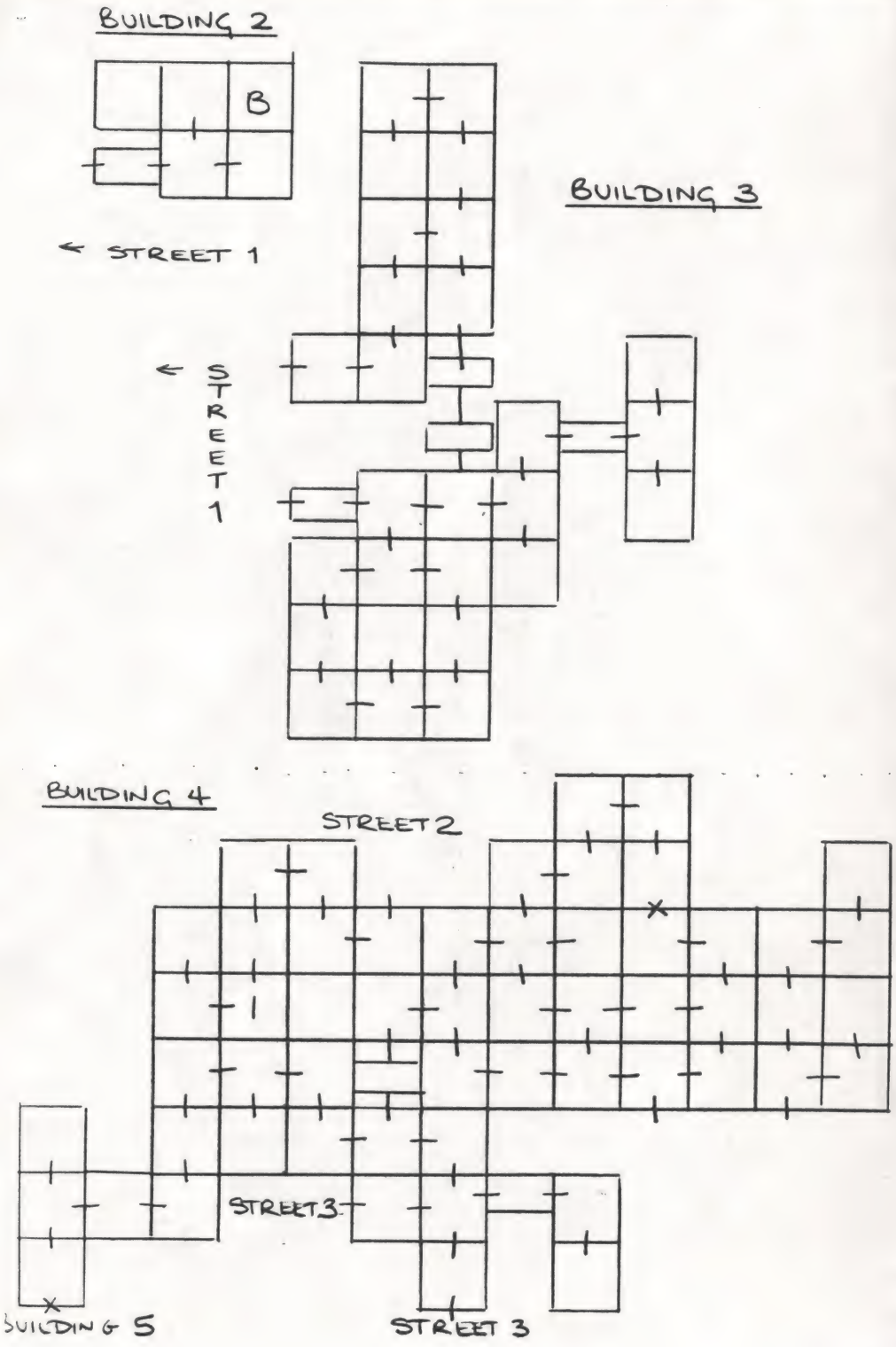
Sure its old, but so what? type POKE 34691,191 in the loader to type any colour code to start. Type poke 34275,10 then use these codes to be teleported. Press all required numbers together with 9 simultaneously ie. if the code reads 146, you would press 4,1,6 and 9 here goes.

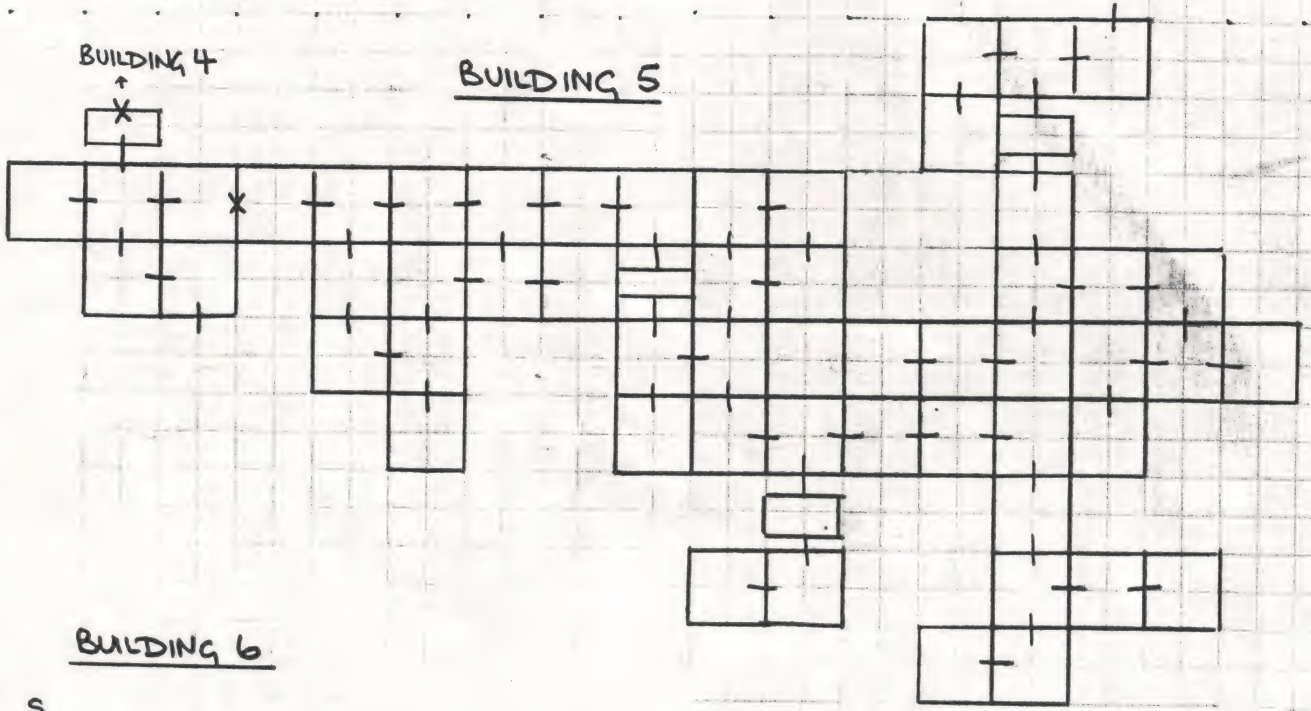
9 (on its own) off licence
9 with 1 Bridge
9 " 2 Under the megatree
9 " 21 At the foot of the megatree
9 " 3 The drive
9 " 31 Security guard
9 " 32 Entrance to hades
9 " 123 Cuckoo's nest
9 " 4 Inside hemegatrunk
9 " 41 On a branch over the drive
9 " 42 Front door
9 " 412 Hall
9 " 43 Tree top
9 " 431 Out on a limb
9 " 432 Rescue Esmeralda
9 "4321 I'm sure I've seen this before
9 " 5 We must perform a quirkafleeg
9 " 51 Up on the battlements
9 " 52 Watch tower
9 " 521 Tool shed
9 " 53 Ballroom east
9 " 531 Ballroom west
9 " 532 West wing
9 "5321 West bedroom
9 " 54 West of kitchen
9 " 541 Cold store
9 " 542 The beach
9 " 543 First landing
9 "5421 The yacht
9 "5431 The nighmare room
9 " 6 Half way up the east wall
9 " 61 The bathroom

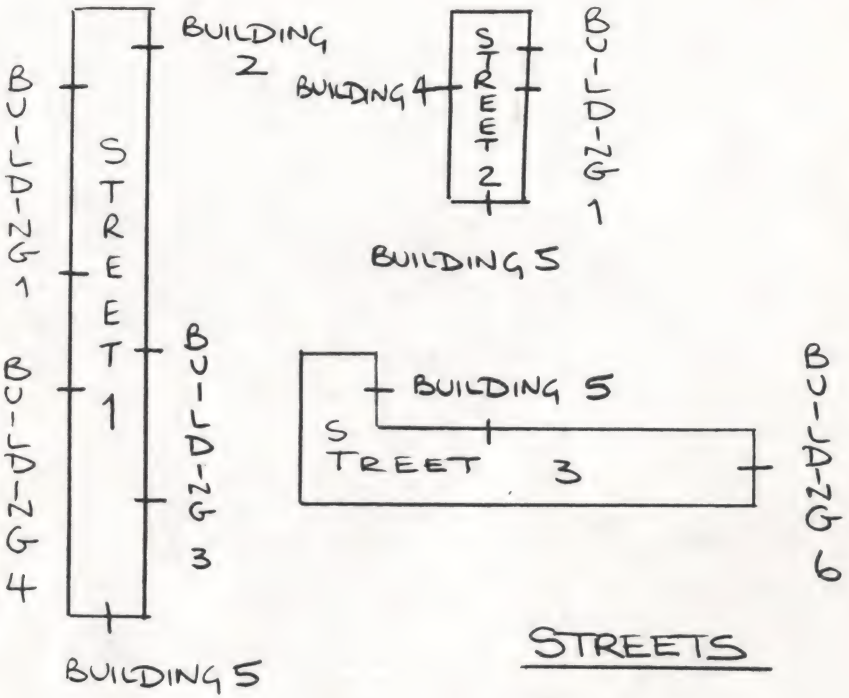
COMPILED BY:

I TUTEN




BUILDING 2
B
BUILDING 3
STREET 1
STREET 1
BUILDING 4
STREET 2
STREET 3
BUILDING 5
STREET 3


BUILDING 4
BUILDING 5
BUILDING 6
STREET 3


BUILDING 2
BUILDING 4
STREET 2
BUILDING 1
BUILDING 5
BUILDING 1
STREET 1
BUILDING 3
BUILDING 4
BUILDING 5
BUILDING 5
STREET 3
BUILDING 6
STREETS

9 " 63 A bit of tree
9 " 631 Orangery
9 " 64 Dr Jones will never believe this
9 " 641 The attic
9 " 643 On top of the house
9 "6431 Under the drive

NB If you want to get to a room without a code, go to the nearest room to it that has a code and just wander into the required room. eg. to get to the swimming pool use code 541 to get to the cold store and just climb the rope to get to the swimming pool.

KOKOTONI WILF

Merge in the loader and type:

```
10 POKE 23693,0: CLEAR 24100: LOAD "" CODE: RANDOMIZE USR 41712
```

KUNG FU

When the game starts walk straight to the middle of the playing area and when the computer player comes along, kick him, If he does not fall step back and kick him again.

MONTY ON THE RUN

There have been some problems with the poke in issue 5 on this game. Ignore the wrecked screen when it loads. These are not as good as the issue 5 poke but should be good enough to keep you going.

```
 2 REM Monty on the Run Pokes from J North (March 86)
 5 CLEAR
10 PRINT AT 9,2; "Enter No of Lives 1-255)"
20 INPUT LINE a$: BEEP .1,1
30 IF a$ ="" THEN GO TO 20
40 FOR f=1 TO LEN a$
50 IF a$(f)<"0" OR a$(f)>"9" THEN GO TO 20: NEXT f
60 LET liv =VAL a$
70 IF Liv<1 OR Liv>255 THEN GO TO 20
80BORDER 0: PAPER 0: INK 0: CLS
90 PRINT AT 9,3; INK 7; "Play in Monty master tape"; AT 10,10;"From the Start"
100 LOAD"" CODE
110 POKE 63559,79
120 POKE 63563,83
130 POKE 63574,13
140 POKE 63575,249
150 POKE 63722,7
160 FOR f=63757 TO 63792: READ a: POKE f,a: NEXT f
170 Randomize Usr 63520
180 DATA 033,027,249,017,000
190 DATA 064,001,022,000,237
200 DATA 176,195,000,064,033
210 DATA 255,247,017,255,255
220 DATA 001,000,165,237,184
230 DATA 049,255,095,062,liv
240 DATA 050,127,152,195,099
250 DATA 169
```

NODES OF YESOD

In the game there is an updraught chute which lets you fall through a number of screens safely. You can rise back up the chute by jumping straight up when standing at the bottom but beware as you will rise to which wall you are facing if the wall you are facing does'nt contain the mole hole through which you come you will reach the roof and rapidly fall down to the bottom and lose a life.

PINBALL WIZARD

Enter and Run then play the tape. This will give infinite balls and resets the bonus to 10,000 instead of 1000.

```
5  CLEAR 60000
10 LOAD""CODE 33000,16128
15 POKE 48182,0: POKE 49054,0
20 FOR p=50000 to 50011
25 READ q: POKE p,q
30 NEXT p
35 DATA 1,0,63,17,0,64,33,232,128,237,176,201
40 PRINT USR 50000
```

PING PONG

Start level 1 and work your way up to level 3. Let the computer get the first point and you will win and get over 200,000 points bonus.

POTTY PIGEON

Type in the following and then start your master tape:

```
 5 REM Potty pigeon pokes
10 CLS: Let T=0
20 FOR N=23296 TO 23346
30 READ A: POKE N,A: LET T=T+A: NEXT N
50 IF T<>4732 Then Print "Error": STOP
60 Print Tab 3; "Play Potty Pigeon Tape"
70 RANDOMIZE USR 23296
100 DATA 62,255,55,221,33,203,92,17,152,3,205,86,5,48,241
110 DATA 62,97,17,1,192,33,40,94,1,7,2,205,80,96
120 DATA 33,43,91,1,8,0,17,5,194,237,176,145,119,193
130 DATA 62,47,50,75,101,195,192,43
```

RAMBO

When you've landed by the blue hangers, try to shoot YOUR helicopter with either explosive arrows, rocket launcher or grenades. The copter will disappear but if you go a couple of screens away and then return you'll find the helicopter there again. Shoot it again and so on. You get 1000 points each time you destroy your helicopter, do not try to destroy the gunship neither from the ground or from the helicopter because then the program will crash.

ROBIN O THE WOOD

Avoid the Sheriff or else you will end up in the dungeons minus any possessions. To escape from the dungeon you will have to find the key.

ROCKY

On the first two boxers just keep hitting them until you win. On the third and fourth boxers watch which fist they lead with and guard that side. Then wait until thre arm drops to hit you, then hit them.

SIR FRED

Arrows These are used for killing the Bowman and for flicking switches.
Stones Can be used for killing Octopi, Bats, Snakes, and other animals.
Bottle Can be used to get the ferryman across the river.
Matches Can be used for blowing up the bags of dynamite.
Rope Can be used for getting down from high places.
Sword Is used for killing things!
Piping Is used for making the ropes you cannot pick up.
Torch Is used in Dark Rooms.
Chicken Eat this for food
Meat Can be used to get past the pirhana.

SKYFOX

When you are on the ground and the tanks are just spots on the background shoot them before they cause any real damage to your shields. Tanks mainly appear in groups of 5 and planes in groups of 4.

SOUL OF A ROBOT

When you are going into a room start shooting as there is usually a robot there when you enter a new room fly in instead of jumping as there are some rooms with no floors, always fly over fungi.

SPELLBOUND

1. You always need the glowing bottle to get past the little bottle room.
2. By giving the bottle of fluid found on the roof garden to florin the dwarf, and taking it back again you can increase your strength.
3. The wand of command found on the roof garden enables you to command anyone.
4. Possessing the crystal ball found in the lift and pressing "L" enables you to locate a character.
5. Go to the 2nd floor, take "Miolnir" from Elrand Halfelven, take the elf horn from Samsun the strong, re-enter the lift, blow the elf horn and summon Thor. Give Thor the hammer Miolnir and command him to help. He will smash the control box and you will then be able to visit the basement on the ground floor.
6. Every time you have used a character command him or her to eat and drink and be happy and then go to sleep. This will keep them in tip top condition. They should then be woken just before they are needed.
7. To break through the wall on the second floor firstly go to the basement and obtain the power-pong plant. This with the red herring allows you to cast the Spell of Fumaticus Protectium and you are invulnerable to the Knightshade gas. In the most extreme room on the right you will find a trumpet.
8. Get Thor to the 4th floor and command him to help. He will send down a bolt of lightening which will weaken a wall somewhere in the building. Go to the 2nd floor wall and give trumpet to Elrand Halfelven and command him to help. He will blow a hole in the wall. If you enter this wall you will find a cannon ball some blue crystals and a white gold ring.
9. To break the wall on the ground floor pick up the pocket laser and command Rosma to appear. She holds a fast blow fuse. Give her the laser and command her to help. She will burn a hole through the wall. Enter the hole to the pit and summon samsun the strong give him the javelin and command him to help. He will drop his platform over the pit.
10. To negotiate the walll on the 4th floor go down to the second floor and get Elrond to blow his trumpet. This should cause a hole in the wall and you pick up 2 piecesof brickwork. Go back to the 4th floor and drop the 2 pieces of brickwork on top of each other next to the wall and then jump over.

SPELLBOUND

Press down or pull joystick down and you should hear a noise. Now you put numbers 00-49. Each room has a seperate number eg. lift = 00.

Firstly type in:
CLEAR 26e3: LOAD "" CODE 16384: Rand Usr 23296: REM J North
Then play your tape from the beginning.When it loads it will come back to Basic and then enter the following:
POKE 27871,0 for no strength loss when walking.
Then
POKE 36133,0 for no strength loss in Odd Ball room.
Then
Rand Usr 26643 to start the game.

Also if you Merge the loader, there is a different Rand Usr command, do this for a message to hackers, It is quite funny.

SPECVENTURE

A game set inside a Spectrum and consists of 30 different screens, here are the codes for them all.

1	FAST	16	TRIM
2	ta=V	17	CROM
3	STAR	18	SINC
4	MAST	19	buzz
5	QUAE	20	Wave
6	28ØA	21	VAGA
7	LOan	22	conn
8	ALU#	23	LISA
9	SPOK	24	EARc
10	BugS	25	Leia
11	LOST	26	Kybr
12	CHR$	27	ramU
13	????	28	GAME
14	ULAq	29	difi
15	ULAc	30	PV=K

STARQUAKE

Correction to the poke appearing in issue 6. Line 20 should read:

20 DATA 55,62,255,221,33,0,64,17,0,192,205,86,5,201

SUPERBOWL

When you have the ball try a long pass and when you receive it there is usually a space in the computers defence so run through it and score a touchdown extra points are easy to get, just kick the ball at full power, oh and another thing as with Rambo, Hypersports and Yie Ar Kung Fu, if you stop the tape deck when the music comes on, you can hear it again,again,again, big deal!

SWEEVOS WORLD

Change issues 6 poke to:
POKE 33219,0 (for infinite lives)

THATS THE SPIRIT

Firstly collect the Ash Tray, the Bone, and the Power Pack. Go to the dog and stand by the Subway and throw the bone at him. The dog will blow up and leave a sandwich eat this. Then find the gun and connect this with the Power Pack Then go and find the ghost. Put the ashtray under the ghost and shoot it with the gun. The ghost will Dissappear into the ashtray. To get past the Granny just swear and she will explode.

THUNDERBIRDS

When you enter a screen that flashes, and you find that you have to find your way through in the dark, press P (pause) then continue playing and you will find that you are able to see your way throught he cave.

TRANSFORMERS

Only fire when you need to as you have a limited supply of bullets.

WILLOW PATTERN

Swords can easily be aquired by running to a guard and running back to the edge of the screen. The guard should have thrown a sword at you and missed, now pick up the sword and kill the guard, if that did not work try it again but this time go closer to the guard before running away.

WIZARDS LAIR

When choosing what to change your gold into, always choose keys, as they open locked doors, they help you get further to finding the four pieces of the lion.

THEYOUNG ONES

MIKE

Suitcase- Put all belongings in here.
Kitty- Need frozen peas to tempt this.
Golfball- Need hoover to suck out of the toilet.
10p,Bomb- Needed to phone Colenel Gaddafi, 10p is from Piggy bank (smash it) once used the 10p is transferred to Neils bed, but it is not needed again.
Gas cylinder,blowtorch,lighter- Used to defrost peas.
Loud tie- Too loud to handle! use walkman, head phone and cassette.

RICK

Rucksack- Put all belongings in.
Girly dress- Put in address book.
Dirty undies- Need to be washed first (50p Biosud)
Envelope- Put bottletop in this, put in post box in shop, then collect Anarchy badge in hall.
Radio,Record player- Maybe!
Cosmo- Collected under floorboards in Ricks room (use penknife)
Deoderant,Vegeburger,Apple-Possibly!
Poetry book- Collected in Narnia.

NEIL

Wheelbarrow- Put objects in this.
Thermos flask- Lentils need cooking before being put in this, but make tea first.
Lentils,Kettle, Tea bag, Cup- see above.
Guitar, Guitar case- obvious really!
Frog- Probably need crash helmet or joint to get this.
Ankh- All hippies have these.
Seeds- Plant in grave (need spade) use manure.

VYVIAN

Binliner- Put objects in this.
SPG- Need carrot to tempt him into the cage.
Kebab,Lager- Listen to radio (Salmonella)
Girly fun- Probably Vyvs, buy Lucozade, drink, then buy Girly fun.
Festering sock- Maybe Vyvs.
Disection kit, hand- Vyvs a medical student.
Chainsaw,Axe- Can'T be anyone else's.
Video Nasty- Break video Recorder to get this.

GENERAL HELP

Some of the money is a red herring. £10 note is either Mikes or Neils. 10p is used for phone, 50p is used in the soap machine. £5 note is given to Mike by Colenel Gaddafi, upon selling bomb.

The speaking clock is your score/time. The lower the better. Upon completing the game the character is automatically moved to the street outside. Super glue mends all broken objects. Only 2 characters can be in one room at a time.

The key is used to get to Narnia in the wardrobe in the hall. You can switch on the dead rat, but it is only a red herring.

YABBA DABBA DOO

To get the bird to drop large stones, stand as high up the screen as you can and as the bird flies overhead it will drop a stone, now go in front of the bird and repeat procedure.

To get into the car go under it and press fire you CAN get in it while carrying a stone. When travelling always use the car (its quicker).

To get the Dinosaur, go to the quarry and collect money, then go to the Dino hire and touch the door. Go home and the Dinosaur will be there.

When you have finished building the house, but not the roof get the Dinosaur face him from behind and press fire, you will then climb up his back and build the roof, repeat this until the roof is finished.

To leave one level press either up or down and the direction you want to go and leave the screen through the corner.

When one of the energy sapping creatures gets close to you, use the fire button to make you go faster past them and you won't lose much energy.

The only thing that can get you when you go to the right is the rolling stone. Stay high enough up so it can't get you.

When you are getting the bird to drop stones make sure you aren't on the 'house' screen because if the bird drops a small stone on that screen you will have to clear the site.

Before starting to build again.

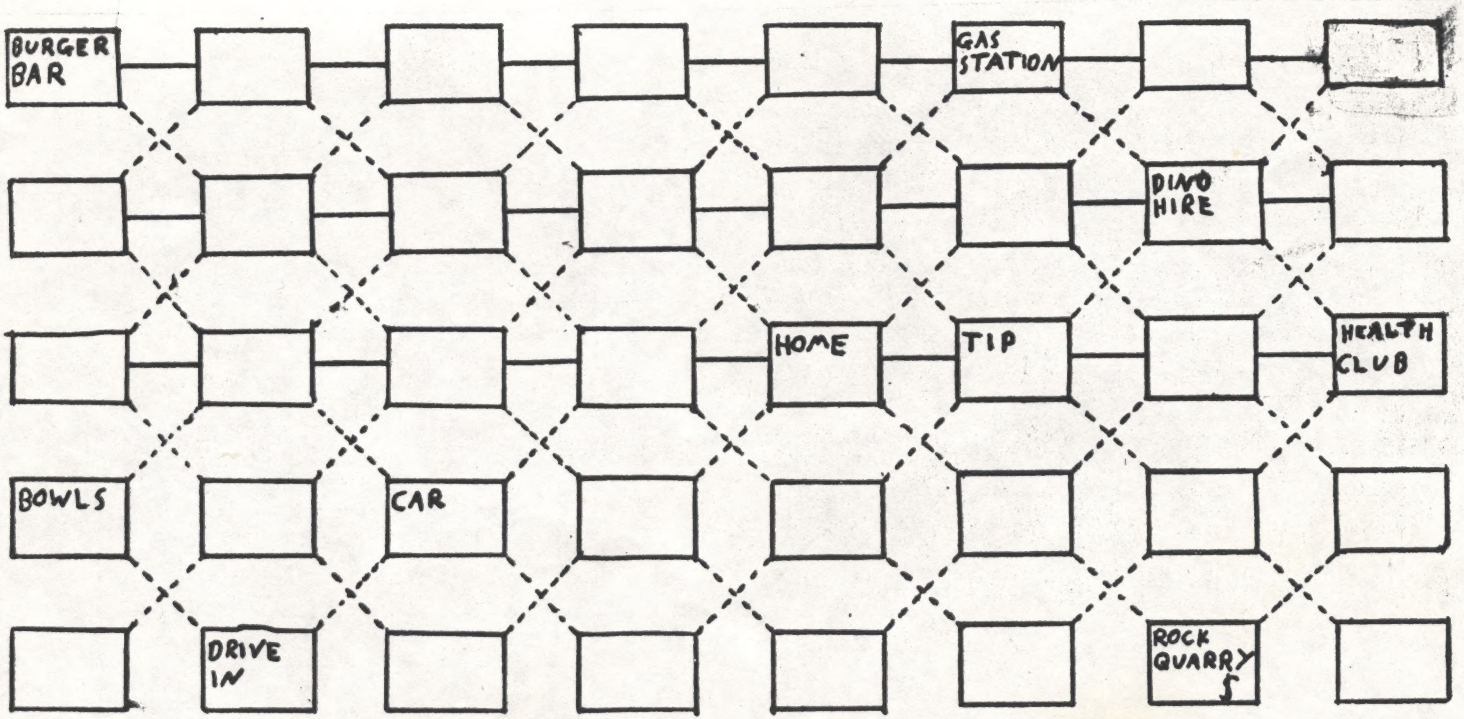
If you go on to a screen and the bird isn't there then leave the screen and go back onto it, repeat this until the bird appears.

ZOIDS

As you approach a city. Radio base telling them to destroy the power station When this is done, enter the city and destroy both the zodar mine and the radio beacon to stop anymore Zoids appearing.

SEND ALL CORRESPONDENCE TO:

H&D SERVICES
1338, ASHTON OLD ROAD
HIGHER OPENSHAW
MANCHESTER
M11 1JG.



YABBA DABBA DOO!

KEY

——— PATH BETWEEN 2 SCREENS, RIGHT, LEFT

- - - - - - PATH BETWEEN 2 SCREENS, RIGHT, DOWN
LEFT, DOWN
RIGHT, UP
LEFT, UP

COMPILED BY: N REYNOLDS

HILLS

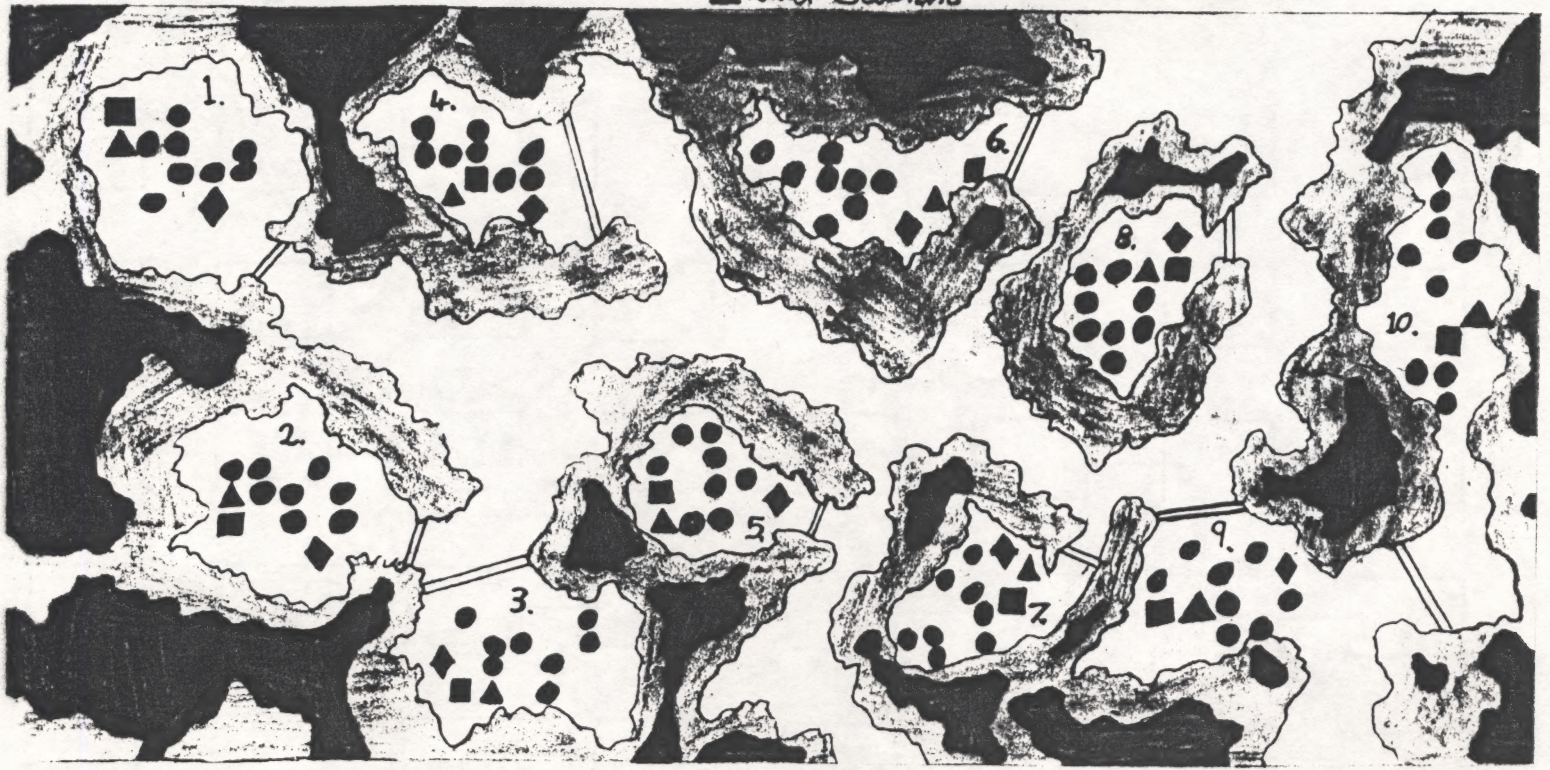
VALLEYS.

HIGHER GROUND

City Domes
Beacons
Mines
Power Stations

Zoids

COMPILED BY
C SANDERS



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E YOUNG, BELFAST. C NORRIS, TEIGNMOUTH. S GRAHAM, MANCHESTER. G ROBSON, NEWCASTLE-U-TYNE. T FROST, MONTROSE. N REYNOLDS, HELMSLEY. J BAKEWELL, MACCLESFIELD. W POOLEY, LIVERPOOL. P RIDLEY, WOKINGHAM. S BURKE, MIDDLETON. T PINNOCK, PORTSMOUTH. J BERGLI, NORWAY. I VINCENT, NORWICH. M GREGG, WARLEY. S MOORE, HUDDERSFIELD. J BARNSLEY, STAFFORD. E GRAHAM, LONDON. A GLEDHILL, BARNSLEY. H VAYRYNEN, FINLAND. I LONGDEN, MANCHESTER. A SMITH, ECCLESTON. J NORTH, SUTTON. J COSTELLO, IPSWICH. A WESTMORELAND, BIRSTWITH. A NILSEN, NORWAY. J KENNEDY, WATFORD. A POWELL, SUTTON. M HORGAN, BIRMINGHAM. J TUTEN VIRGINIA WATER.K HARRISON, MANCHESTER. C SANDERS, S YORKS.

NAME THE SOFTWARE HOUSE

Listed below are 10 well known games but can you remember which Software Houses published them. To give you a little help we tell you hom many letters are contained in the answer:

1. Komplex by (6)
2. Action Biker by (12)
3. Juggernaut by (3)
4. Cavelon by (5)
5. Lazy Jones by (8)
6. Jet Pac by (8)
7. Strangeloop by (6)
8. Backpackers Guide to the Galaxy by (7)
9. Orc Attack by (8,6)
10. Run For Gold by (4,9)

(answers next issue)

ISSUE 7 SPOT THE DIFFERENCE SOLUTION

1. Extra footprint.
2. Extra chimney.
3. More steam of Xmas pudding.
4. Santa has one all black shoe.
5. Piece of the Reindeer s antler is missing.
6. Reindeer inner ear missing.
7. Santa has no mouth.
8. Reindeer's limb is joined up.
9. Xmas pudding has icing on top.
10. The word Spectrum has black berries underneath.

SPECTRUM GAME REVIEW HANDBOOK

The May issue of this Handbook is now available at a price of only 75p. This issue there are no less than 19 reviews on the very latest games:

The new Vortex Classic Alien Highway. Bomb Jack, Elites super new Arcade conversion. The new Hot Range release, The Comet Game. Ultimates long awaited Cyberun. Green Beret the Imagine Arcade release. Oriental Combat with Mirrorsofts, Sai Combat. Realtime after a long absence release, Starstrike II. Twister appears from System 3. A n' F bounce back with a massive Arcade Adventure, CORE. Alligata's controversial, Who Dares Wins II. M.M.M.Max Headroom from Quicksilva. Oceans T.V. hit, V. At last Rick, Neil, Vyvien, and Mike have arrived in the Young Ones. Gargoyles new sensation, Heavy on the Magick. Questprobe, Featuring The Thing and The Human Torch the latest Scott Adams adventure. Aim for goal with Activisions Ballblazer. Martech release Sam Fox Strip Poker, and finally a new Software House appear in the shape of Magnificent 7, we look at their 2 new sport simulation releases, Indoor Soccer, and Tournament Snooker.

ARCADE HELP WANTED

I. Vincent of Northgate, Nursery Lane, Old Costessay, Norwich, NR8 5BU needs help on the following games, Thats the Spirit, Thunderbirds and Friday the 13th.

A. Nilsen, of Frydenvall, 4790 Lillesand, Norway, would like infinite lives on Knot in 3d.

A. Smith, of 20, Beechfields, Eccleston, Nr. Chorley, Lancs PR7 5RE. Would like maps for Chuckie Egg II and Jet Set Willy, plus pokes on Roller Coaster Back to Skool and Rambo.

K. Short, of 31, Edlingham Rd, Newton Hall, Durham DH1 5YS. Needs tips or pokes on Sir Fred and full throttle.

J. North, of 2, Hazelwood House, 4, Brunswick Rd, Sutton Surrey SM1 4DQ. wants pokes on Costa Capers.

M. Horgon, of 122, Short Heath Rd, Erdington, Birmingham B23 6JT needs help on Tau Ceti. He cannot dock properly. As he approaches a building a rectangle appears, he approaches it slowely but always crashes.

P. Harvey, of 39 Landsdown, Yale, BS17 4LR. Needs help on the Inferno.

M. Nippers of 41 Rannoch Drive, Cyncaed, Cardiff, CF2 6LP. needs some info on Elite for the Spectrum. Do space dredgers or generation ships exist..

L. Quentin of Koning, Albertstraat, 51 1600 SIUT Pieters -Leevw, Belgium needs pokes on Eddie Kidds Jump Challange, Jasons Gems and the day after 1985.

R. Sayah of 55 Copthorne Cres, LOngsight Manchester M13 OQY, has infinite lives etc on Jet Set Willy but cannot get past through the 3rd gap in the wall of the Banyan Tree, has anyone any tactics. Also he is after a poke to strip Mindy in Animated Strip Poker' (dirty swine - ed).

No-name, 76a Field Road, Forest Gate, London, E7 9DL. is after infinite energy pokes on FInders Keepers and a poke for infinite time and energy on Knight Tyme (128k). Also trouble with Spellbound, how do you cast the fu aticus Protectium, he cast it but to no effect, he still had 2 smelly objects (we know how he feels - ed).

BACK ISSUES

Copies of the original HINTS AND POKES handbooks are still available on request. They are individually priced at £1 each or all 5 for £4.

Issues 1 to 6 of this Handbook are available at £1 each or all 6 for £5.
Issue 7 of this Handbook is available price, £1.

ISSUE 9 OF THE SPECTRUM ARCADE HANDBOOK

AVAILABLE FROM 2ND JUNE

DON'T MISS IT